

LAB 4

Presidents Program

GOALS:

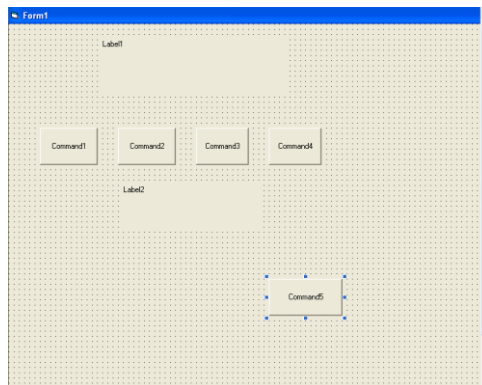
1. Students will be able to create a program that asks a question and the user must select the correct answer.
2. Students will be able to create buttons and labels.

ESSENTIAL QUESTIONS

1. When does an object code runs (executes)?
2. What is a click event?

PART 1:

Step 1: Create the following form below with the following objects (2 Labels, 5 Buttons):



*****Note: Be careful not to overlap your objects when creating them, this will cause an error if you overlap objects. *****

Step 2: Name all of the objects with the correct prefix:

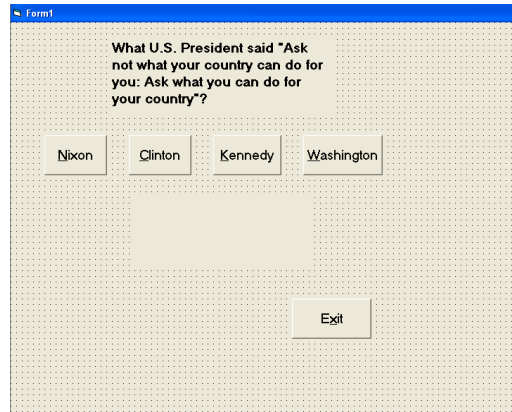
Form → frmLab4
Label1 → lblQuestion
Command1 → cmdNixon
Command2 → cmdClinton
Command3 → cmdKennedy
Command4 → cmdWashington
Command5 → cmdExit
Label2 → lblAnswer

***** Note: When you start programming please use the following steps: *******

- A. Create your form with all objects
- B. Name all your objects with appropriate names
- C. Change the Captions & Text properties
- D. Code each Click event

You will notice by naming all your objects has no effect to the design view. Naming your objects now lets you refer to each object by its name.

Step 3: Change the caption of your objects to the following. Use short cut keys when creating your captions when needed. To change the caption of all your objects, you must select the object and go to the property window and select the caption property.



lblQuestion should be at Font size 14 and Bold

All buttons should be set to Font size 14

lblAnswer should be set at Font size 14

Shortcut keys N → Nixon, C → Clinton, K → Kennedy, W → Washington

Step 4: Program each button.

Use the following line of code for each wrong button:

lblAnswer.Caption = "Incorrect Try Again"

Use the following line of code for the button that is correct:

lblAnswer.Caption = "CORRECT!!!!"

*****Insert the code for each button. When coding it is important to follow proper style by indenting each line of code in the object sub procedure. *****

Step 5: Program the Exit button

Use either of the following codes:

Unload Me

Or

Unload frmLab4

Step 6: Save your program (When saving your program, make sure the form has a name. If not it will save it as form1 which will cause troubles later on. A box will appear with the name of the form in it. **Select Save**. Another box will appear and you can save it with any name that you please.) This step is very important especially for the first time you save.

Step 7: Run and test all answers for correct output and check to see if all shortcut keys work.

Assignment Operator – The equal symbol (=) is known as the assignment operator. All assignments are made from right to left, meaning whatever is on the right side of the equal symbol is place in the object on the left of memory location on the left.

Steps for programming:

1. Create objects
2. Name all objects including form
3. Set all objects captions and properties
4. Determine your click events (Button or images) and change event objects (usually textboxes)
5. Code
 - a. Type or set “**Option Explicit**”
 - b. Code all click or change events

Style:

1. Indent all code
2. Name all objects with descriptive names and appropriate prefixes

PROJECT

Design a program that will ask a user a question and the user must pick the correct answer. The program should display right or wrong according to the user pick. Use shortcut keys for the answers. Use Font size 14 for all labels and buttons.

Questions:

1. What is a click event?
2. When does the code execute?
3. Can a property be change during run time? How?